

The Efficiency of Game-Based Learning Towards Student's Focus And Enjoyment Using Board Game: A Case Study at SK Martin

PROJECT DESCRIPTION & OBJECTIVES

To observe and evaluate how the implementation of **game-based learning** can improve students' **focus** in class and at the same time having **fun** with their study.

VALUE ADDED

- ✓ Fun
- ✓ Cooperative learning
- ✓ Learn by doing

USEFULNESS

- ✓ User-friendly
- ✓ Easy to play
- ✓ Practical

COMMERCIALISATION POTENTIAL

- ✓ Primary school
- ✓ Kindergarten



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